

IN THE SPECIFICATION:

Please replace the paragraph at page 2, lines 3-22 with the following:

--“~~3D image reproduction by ray reproduction system~~ Display Using Light Beam Reconstruction Method” presented on pp. 95-98 of collected papers of “3D Image Conference 2000” discloses a Three-dimensional display method for representing 3D images by using intersections of rays. As shown in FIG. 18, this system forms an intersection of rays using a ray generator, ray deflector, and sequence of ray emission points and represents a Three-dimensional (3D) image using a set of such intersections. The ray generator forms parallel light beams of very small diameter and the ray deflector causes the parallel light beams to cross each other at any given location in three-dimensional space to form a ray intersection. All the points at which rays are deflected are arranged at high density as a sequence of ray emission points. According to the above literature, if two or more rays forming an intersection enter the eye of the observer, the focus of the observer is placed near the 3D image, alleviating fatigue and uncomfortable feeling experienced by the observer.--